

The Greystone Chronicles Book Two The Dire Lands

My name is Maia Graystone: rebel, terrorist, and . . . traitor. Imprisoned in the Tower at the Archduchess's mercy, awaiting certain execution, I spend every moment thinking of ways to escape so I can find Riser and fulfill the promise to my father. When the perfect moment arises, I break free, only to discover the unthinkable—the rebels have branded me a traitor. It gets worse. War looms, my friends have abandoned me, and Nicolai refuses to help find the Mercurian. There's only one way to change his mind and regain the rebels' respect. I must fight in the ruthless Blood Courts, a violent, gladiatorial arena where only the strong survive. Only problem is, first I have to defeat the reigning champion. Someone I once trusted with my heart. Win and the entire rebel army is mine. Lose and the world burns. Dare to enter the gritty world of Shadow Fall where tyrants rule, misfits reign, and anti-heroes are tasked with saving the world. If you like enemies-to-lovers romance, high-octane action, and epic themes of good versus evil, you'll binge this rollercoaster of emotions late into the night!

How well would you fare if the apocalypse fell upon you? Could you survive more than a few days? Would you be able to feed yourself? Find clean water? Safe shelter? Heal your wounds? Allistor is a gamer geek who has spent most of his life indoors, playing virtual reality MMORPGS and reading classic LitRPG books. But when Earth is seized by an ancient race wielding incredibly advanced tech, who transport the entire planet to a new location with twin suns, he finds himself fighting to survive in real life. The human race is declared a contaminant, and the new overlords decree that 90% of us will be exterminated. Creatures out of myth and legend are sent to do the killing. Dragons, titans, alien creatures big and small, all with a hunger for human flesh. Humans who survive the first year will be rewarded. After seeing his family killed in the first week, Allistor leads a small group of survivors in their struggle to stay alive. Not satisfied with simple survival, he strives to make himself and his people stronger. The new 'magic' RPG system that now governs the planet is something he can work with, and teach others to exploit. Thrust into a leadership position, and with vengeance in his heart, Allistor aims to establish a stronghold, then take the fight to the monsters who seek to enslave his people.

Max was a professional soldier, and extremely good at his job. Right up until it killed him. At the moment of his death, he meets Hildi the Valkyrie, and is given three options. Serve Odin in Valhalla as one of the Einherjar, fighting each day and celebrating each night until the battle of Ragnarok. Accept his death as final, and end his existence. Or be reincarnated as a Battleborne on a random unknown world. Max chooses to gamble! To live a new life, whatever that might entail. Favored with a blessing of the Valkyries, who gift him with an unusual bloodline, he is reborn on a world of magic and monsters. In fact, his own new body is half monster! Thrust into the world with nothing but a canvas diaper, sharp teeth, and claws, Max must use his skills as a soldier to improvise and survive. There are no respawns, and at level zero, nearly everything can kill him. With his new status as one of the Battleborne, much is expected of Max. Dangerous and difficult quests are presented to him, and the loot ranges from filthy goblin loincloths to epic weapons! Join Max as he learns to navigate his new life, struggling with the instincts of his monster bloodlines,

and taking advantage of them at the same time.

The second book in the Greystone Secrets series from the master of plot twists, Margaret Peterson Haddix--perfect for fans of *A Wrinkle in Time* and *The City of Ember*, now available in paperback! Until their mother vanished, the Greystone kids--Chess, Emma, and Finn--knew nothing about the other world. Everything is different there. It's a mirror image, except things are wrong. Evil. Their mother tried to fix it, but she and an ally got trapped there along with Ms. Morales, their friend Natalie's mom. Now the four kids--brave Chess, smart Emma, kind Finn, and savvy Natalie--are determined to rescue everyone. To do so, they have to go back: into the other world, where even telling the truth can be illegal. But in such a terrifying place, Chess doubts he can ever be brave enough. Despite all her brains, Emma can't seem to break the code. With everything spiraling out of control, Finn has to pretend he's okay. And for Natalie, the lies of the other world include some she wishes were actually true. What if she's gotten so used to lying she no longer knows what to believe? The second book in the Greystone Secrets series, *The Deceivers*, by bestselling author Margaret Peterson Haddix, continues the twisty and suspenseful story of the Greystone kids and examines the power of the truth--or a lie--to alter lives, society, and even an entire reality. Praise for *Greystone Secrets #1: The Strangers* *Winter 2018-2019 Kids' Indie Next List Pick* "A secret-stacked, thrilling series opener." --Publishers Weekly, starred review "An engrossing mystery with a cliff-hanger ending to raise the stakes and delight fans new and old." --Booklist "Maintains suspense from the beginning to the cliffhanger ending. A high-stakes adventure full of teamwork with a multifaceted mystery and complex themes." --Kirkus Reviews --School Library Journal

Step inside. Don't look back. Forward is the only way. *His Dark Materials* meets *Mad Max* in this unforgettable blockbuster adventure about the world between worlds. When a fierce quake strikes the remote island of Bluehaven, and her father disappears, Jane Doe is thrown headfirst into an epic quest to bring him home. But this ain't no ordinary rescue mission. Her father is lost in a place between worlds; a dangerous labyrinth of shifting rooms, infernal booby traps and secret gateways. And Jane has to find him fast, because someone else is searching for him, too. A man who knows her father's secrets. A man who has an army. Along with a sidekick named Violet and the enigmatic Hickory, Jane is about to discover that this adventure is even bigger on the inside than it looks ... This is the blockbuster adventure the worlds have been waiting for. Winner of the 2019 ABIA Book of the Year for Older Children Longlisted for the 2019 Indie Book Awards: Best Children's Book

Aliens join in the fun in this laugh-out-loud fourth book of *The Clone Chronicles*. Fisher, Two, Amanda, and Veronica are happy to spend their holiday break at Fisher's parents' new amusement park. But when aliens crash-land on Fisher's favorite roller coaster, mistaking it for their home planet, it spells the end of R&R for our heroes. Meet the Gemini: not only are all the aliens identical twins, they're also all beautiful girls. If Fisher and Two already thought girls were hard to understand, wait until they meet alien girls. Now Fisher, Two, Amanda, and Veronica must convince the aliens that Earth is the worst place ever and help them fix their ship. The crew decides the best way to encourage the Gemini girls to vacate the stratosphere is to give them a taste of middle school. And Wompalog Middle School tastes pretty disgusting. But Fisher and his crew learn quickly that the Geminis are not to be

messed with, not when they might literally explode at any moment. That's right, the Geminis are like puberty times one million. They can seem sweet as pie, but when they turn on you, they're deadly.

Quantum Hughes' life is stuck on repeat. While trapped in The LOOP, he struggles to free himself from a glitch that forces him to re-live the same day over and over.

A duke pretending to be a butler and a very suspicious spinster realize that choosing love isn't as easy as one might think... "The loser must perform butler duties for the winner throughout the Season this spring." The Duke of Blackheart should never have accepted the wager. A foolish drunken night of games had led to an uncomfortable promise, but after considerable planning and a good deal of delegating, he'd found the charade almost too easy... Or so he'd thought, until Lord Greystone's spinster cousin arrives, lips pinched in disapproval, eyes filled with suspicion, with the potential to spoil everything. Miss Violet Faraday had come to London for one reason only—to assist in launching her niece into society. She did not come in hopes of landing a husband for herself, nor had she expected to come face to face with her tragic past. Most of all, she had not planned on becoming extraordinarily fascinated with Mr. Cockfield, her cousin's charming, arrogant, and ridiculously good-looking butler. He is a servant and she is a lady... anything beyond a mild flirtation can only lead to heartbreak...

Seaweed is so familiar and yet its names - pepper dulse, sea lettuce, bladderwrack - are largely unknown to us. In this short, exquisitely illustrated portrait, the Dutch poet and artist Miek Zwamborn shares her discoveries of its history, culture and use, from the Neolithic people of the Orkney Islands to sushi artisans in modern Japan. Seaweed troubled Columbus on his voyages across the Atlantic, intrigued von Humboldt in the Sargasso Sea and inspired artists from Hokusai to Matisse. Covering seaweed's collection by Victorians, its adoption into fashion and dance and its potential for combating climate change, and with a fabulous series of recipes based around the 'truffles of the sea', this is a wonderful gift for every nature lover's home.

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Horrifying in a way no fiction can be, Zodiac is the gripping story of the serial murderer who terrorized the San Francisco bay area from 1966 to 1978. The book contains reproductions of the killer's communiques to the police as well as the

author's own chilling speculations on Zodiac's true identity--and his whereabouts today. Martin's.

A young girl and her brother are catapulted into a battle between good and evil for possession of a magical stone of great power that is contained in her bracelet.

Pray for the light. Prepare for the darkness... The first five books in the series are now collected in one massive volume! Follow Soriya Greystone and Detective Greg Loren as they tackle myths, legends and monsters in the city of Portents. What threat hides in the shadows? And are either of them truly prepared for the secrets that come to light? Mythologies collide as the monsters of the past threaten to overtake the city of Portents. Can Soriya and Loren stand against the growing darkness or will fate require the ultimate sacrifice? Set contains: Book One - Signs of Portents Book Two - Tales from Portents Book Three - The Medusa Coin Book Four - Pathways in the Dark Book Five - A Circle of Shadows

A novelist and a neuroscientist uncover the secrets of human memory. What makes us remember? Why do we forget? And what, exactly, is a memory? With playfulness and intelligence, *Adventures in Memory* answers these questions and more, offering an illuminating look at one of our most fascinating faculties. The authors—two Norwegian sisters, one a neuropsychologist and the other an acclaimed writer—skillfully interweave history, research, and exceptional personal stories, taking readers on a captivating exploration of the evolving understanding of the science of memory from the Renaissance discovery of the hippocampus—named after the seahorse it resembles—up to the present day. Mixing metaphor with meta-analysis, they embark on an incredible journey: “diving for seahorses” for a memory experiment in Oslo fjord, racing taxis through London, and “time-traveling” to the future to reveal thought-provoking insights into remembering and forgetting. Along the way they interview experts of all stripes, from the world’s top neuroscientists to famous novelists, to help explain how memory works, why it sometimes fails, and what we can do to improve it. Filled with cutting-edge research and nimble storytelling, the result is a charming—and memorable—adventure through human memory.

The old gods are growing restless. An ancient evil is stirring. Can they stop the coming storm? Mercenary Casia Greythorne cares about two things: Completing whatever her latest job is, and earning enough coin to buy the expensive medicine that's keeping her mentor alive. So when the king himself offers her a job, she can't resist the massive reward he offers--even if it means working with Captain Elander, the arrogant, mysterious right-hand to that king. Her partner may be infuriating, but at least their mission seems simple and quick enough: Investigate the origins of the strange plague that's been ravaging their empire, help find a cure, and then call it a day. But in a land brimming with old magic and meddling gods, nothing is ever that simple, and nothing is ever what it seems. As the bodies pile up and strange monsters begin to wreak havoc throughout the realms, Cas and Elander will have to work together to protect their world

whether they like it or not. Because one thing is clear: Something ancient and evil is stirring in the shadows of that world. And their empire will not survive its full unleashing. Filled with luscious world-building, banter-filled enemies-to-lovers romance, and epic battles, this first book in the Shadows and Crowns series is the perfect next read for fans of Throne of Glass! Don't miss your chance to grab it for the low, special pre-order price!

Maximilian Storm has embraced his new life as a Battleborne. Reincarnated on a strange world in a powerful chimera body, he has gathered friends, made enemies, and developed wondrous new magical and physical abilities. He's even discovered that a couple of his men, Smitty and Dylan, have chosen to join him on this world. Max is on a mission to secure and expand his newly conquered kingdom, Stormhaven. But War Chief An'zamor wants his mine back. When he sends a small army of orcs to capture it, Max's party, along with his dwarven and orc allies, must help him defend his new territory. An epic quest is discovered, sending Max and his core party into the wilds to track down and retrieve a powerful artifact. New friends are discovered, and new challenges met along the way. When Max ventures off on his own, he discovers a lost territory, and an ancient dwarven secret that may change the lives of everyone. A secret that might also end his own life, and his reign.

From acclaimed author Dr. Jason Fung, a revolutionary guide to reversing diabetes. Dr. Jason Fung forever changed the way we think about obesity with his best-selling book, *The Obesity Code*. Now he has set out to do the same for type 2 diabetes. Today, most doctors, dietitians, and even diabetes specialists consider type 2 diabetes to be a chronic and progressive disease—a life sentence with no possibility of parole. But the truth, as Dr. Fung reveals in this paradigm-shifting book, is that type 2 diabetes is reversible. Writing with clear, persuasive language, he explains why conventional treatments that rely on insulin or other blood-glucose-lowering drugs can actually exacerbate the problem, leading to significant weight gain and even heart disease. The only way to treat type 2 diabetes effectively, he argues, is proper dieting and intermittent fasting—not medication.

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The world will be wiped clean of sin. Shiva has returned and every life in Portents is at risk. His goal is simple—to purify humanity and transform the world. Soriya Greystone faces a threat she can't defeat: a monster bent on destruction with the power to back it up. All hope for survival lies with Kali, Goddess of Death. The only problem is Kali doesn't care whether or not the world burns. Soriya must find a way to convince the reluctant goddess to stand with her before Portents is swallowed up by Shiva's growing darkness. Soriya's training years continue to unfold in this electrifying adventure that puts everything she's learned to the test.

"A redemption story, an adventure story, and perhaps above all, a love story." —Nate Blakeslee, New York Times-bestselling author of

American Wolf The Druid Peak Pack was the most famous wolf pack in Yellowstone National Park, and maybe even in the world. This is the dramatic true story of its remarkable leader, Wolf 21. In this compelling follow-up to the national bestseller *The Rise of Wolf 8*, Rick McIntyre profiles one of Yellowstone's most revered alpha males, Wolf 21. Leader of the Druid Peak Pack, Wolf 21 was known for his unwavering bravery, his unusual benevolence (unlike other alphas, he never killed defeated rival males), and his fierce commitment to his mate, the formidable Wolf 42. Wolf 21 and Wolf 42 were attracted to each other the moment they met—but Wolf 42's jealous sister interfered viciously in their relationship. After an explosive insurrection within the pack, the two wolves came together at last as leaders of the Druid Peak Pack, which dominated the park for more than 10 years. McIntyre recounts the pack's fascinating saga with compassion and a keen eye for detail, drawing on his many years of experience observing Yellowstone wolves in the wild. His outstanding work of science writing offers unparalleled insight into wolf behavior and Yellowstone's famed wolf reintroduction project. It also offers a love story for the ages. "Like Thomas McNamee, David Mech, Barry Lopez, and other literary naturalists with an interest in wolf behavior, McIntyre writes with both elegance and flair, making complex biology and ethology a pleasure to read. Fans of wild wolves will eat this one up." —Kirkus starred review

From the authors of the Goddess Girls series comes the fourth book in a series steeped in Norse mythology, magic, adventure, and friendship. Skade, the goddess of skiing, is known as one of the best athletes—and a top student—at Asgard Academy. But lately, she's felt like she's been in a slump. When three giants appear and offer to mend the rift between the worlds by organizing a ski competition, Skade feels like this is her big chance to prove herself again. After all, the powerful Odin will be choosing the Asgard team based on ability, attitude, and academics! But much to Skade's embarrassment, Odin is less than impressed with her—and names her as an alternate instead of part of the main team. Aside from Skade's frustrations, something seems fishy about the whole competition. After one of Skade's classmates has a strange nightmare about it, they start to wonder if the games are one big cover-up for something more sinister. And when the Asgard team finds themselves on thin ice, it's up to Skade to overcome a big fear, save her friend—and show everyone what she's made of!

Here is the tragic tale of the rise and fall of Camelot - but seen through the eyes of Camelot's women: The devout Gwendhwyfar, Arthur's Queen; Vivane, High priestess of Avalon and the Lady of the Lake; above all, Morgaine, possessor of the sight, the wise, the wise-woman fated to bring ruin on them all...

Allistor just wants to restore the human race. He's doing his best with the resources he's gathered to locate other survivors around the world and unite them. His intentions are good, and he pushes hard. The drake eggs are hatching, and his people have dreams of both a murder chicken cavalry and a drake-mounted air force. A small army of class trainers are helping to make his citizens stronger than ever, better able to survive the hazards of their new reality. But fate, and the aliens who keep throwing stronger and more deadly challenges at him, are working against Allistor. The threat of vengeance from the Fomorian Matron, the machinations of Loki and Hel, and the jealousy of a fellow human with a lesser noble title, all add to the pressure. When seeming good fortune turns to tragic loss, Allistor must push through and remain strong in order to face the very beings responsible for the apocalypse on earth. The murderers of humanity. And in this confrontation, even victory has dire consequences.

After learning he has just months to live, Gemini Fowler is granted one shot to cheat death when a billionaire game-developer offers to transfer his consciousness into a virtual realm.

The one year Stabilization period has ended, and the aliens are colonizing earth! Allistor and his people have prepared as well as possible, and now they'll find out if it was enough. In this third book of the Shadow Sun series, Earth's survivors continue to fight for their lives, and to

reclaim as much of the earth as they can for the human race. More than one alien faction threatens their existence, while others prove to be staunch allies. Allistor and company learn more about the system, its mechanics and politics, and take the first step in bringing the fight to their enemies off-world!

In the dazzling conclusion to the Greystone Secrets series from New York Times bestselling author Margaret Peterson Haddix, the Greystones and their doubles, the Gustanos, must team up to save the alternate world--before both worlds are lost. All secrets are revealed in this page-turning, suspenseful story that shows the importance of teamwork, telling your story, and taking action when it matters most. Now available in paperback. As book three of the Greystone Secrets series opens, the Greystone kids have their mother back from the evil alternate world, and so does their friend Natalie. But no one believes the danger is past. Then mysterious coins begin falling from unexpected places. They are inscribed with codes that look just like what the Greystones' father was working on before he died. And with the right touch, those symbols transform into words: PLEASE LISTEN. And FIND US, SEE US, HELP US. . . . The coins are messengers, telling the Greystones and their allies that their friends in the alternate world are under attack--and that the cruel, mind-controlling forces are now invading the better world, too. After another spinning, sliding journey across worlds, the Greystone kids must solve mysteries that have haunted them since the beginning: what happened when the Gustanos were kidnapped, what created the alternate world, and how a group of mismatched kids can triumph once and for all against an evil force that seems to have total control.

Don't miss the brand-new six-part series from the No.1 Sunday Times bestselling author Dilly Court!

The human race has become nearly extinct. Allistor and his small group push to make themselves stronger, fighting to survive the year-long Stabilization. Forced to battle increasingly stronger and more deadly monsters, they work to expand their holdings, learn better spells, and gather resources to improve their crafting. Dungeons must be cleared, and dragons defeated. Fellow survivors are found - some friendly, some hostile. Allistor considers every human life precious, but when it becomes a case of kill or be killed, hard choices must be made. And each day brings them closer to the invasion of Earth.

A new LitRPG series set in a virtual world of an online MMORPG game! The ads enthused, "The virtual lands of Mirror World await you! Live out your most secret dreams in our world of Sword and Sorcery! Become a Great Wizard or a Famous Warrior! Build your own castle, tame a dragon, conquer a kingdom! All those desperate, lonely and insecure - Mirror World offers you a chance!" But Oleg isn't meant to become a great wizard or a famous warrior. He'll never have a castle of his own. Neither will he ever tame a dragon. And he's definitely not the type to conquer a kingdom, however virtual it may be. Oleg is doomed to toil away in the recesses of Mirror World's mines. His goal is to raise enough money

for a heart transplant for his dying six-year-old daughter. The clock is ticking. Will he make it?

A beautifully illustrated 30th anniversary celebration of Rick Hansen's Man in Motion Tour, which broke barriers for people with disabilities and inspired ordinary citizens to realize impossible dreams. On March 21, 1985, world-class wheelchair marathoner and multiple Paralympic medalist Rick Hansen set out from Vancouver, British Columbia, on his Man in Motion World Tour. The twenty-six-month trek took him and a small but determined crew almost 25,000 miles through 34 countries on four continents before crossing Canada. In the process, they raised \$26 million for spinal cord research and for initiatives to improve the quality of life and accessibility for people with disabilities. Thirty years after the journey ended, Rick Hansen's Man in Motion Tour celebrates that ground-breaking accomplishment and, with a foreword from Rick himself, highlights the legacy of the Man in Motion World Tour and the amazing progress it has spurred up to the present day. Illustrated with exclusive photographs from the Rick Hansen Foundation archives, it is a universal story of courage and adversity, human strength and personal suffering, and, above all, the power of community to effect lasting social change.

Sunday Times Bestseller 'A paradigm-smashing chronicle of joyous entanglement' Charles Foster Waterstones Non-Fiction Book of the Month (September) Are trees social beings? How do trees live? Do they feel pain or have awareness of their surroundings?

Paired with a dark prince in a murderous game of survival, Maia Graystone discovers the only thing more dangerous than the Emperor's court is her conflicted heart.

THIRTY MILLION READERS WORLDWIDE. INCLUDES EXCLUSIVE NEVER BEFORE SEEN CHAPTER. 'The Hunger Games meets The Road' MTV The world is different now. There are no rules, no governments, and no guarantees that you'll be saved. Rival factions have taken over, fighting each other for survival with no loyalty to anyone but their own. At 21, Hayden has taken over Blackwing and is one of the youngest leaders in the area. In protecting his camp from starvation, raids from other factions and the threat of being kidnapped, he has enough to worry about before he finds Grace. The daughter of the head of the rival camp Greystone, she is slow to trust anyone, much less the leader of those she has been trained to kill. This is danger. This is chaos. This is anarchy.

Allistor, now both a Planetary Prince of Earth and Emperor of Orion, and faces a new set of challenges. Thrust completely unprepared into the realm of interplanetary politics, he must navigate the pitfalls of dealing with more powerful races and factions. At the same time, he strives to continue his mission to strengthen the human race. To bring other survivors into the fold, and claim as much of the earth as possible for humans. Class trainers must be found if his people are to have a chance to thrive. Hard choices have to be made. New and deadly enemies surface, and friends are lost.

Allistor's acquisition of a particular artifact places a target squarely on his back. And behind it all, the Ancient Ones continue to meddle in Earth's affairs.

New York Times bestselling author Margaret Peterson Haddix takes readers on a thrilling adventure filled with mysteries and plot twists aplenty in this absorbing series about family and friendships. Perfect for fans of *A Wrinkle in Time* and *The City of Ember*! What makes you you? The Greystone kids thought they knew. Chess has always been the protector over his younger siblings, Emma loves math, and Finn does what Finn does best—acting silly and being adored. They've been a happy family, just the three of them and their mom. But everything changes when reports of three kidnapped children reach the Greystone kids, and they're shocked by the startling similarities between themselves and these complete strangers. The other kids share their same first and middle names. They're the same ages. They even have identical birthdays. Who, exactly, are these strangers? Before Chess, Emma, and Finn can question their mom about it, she takes off on a sudden work trip and leaves them in the care of Ms. Morales and her daughter, Natalie. But puzzling clues left behind lead to complex codes, hidden rooms, and a dangerous secret that will turn their world upside down.

King Alexander and his guildmates have expanded Elysia into a formidable kingdom. Their ongoing battle against the Dark One and the drow wizards is escalating. Alexander works to bring together the Elves, Dwarves, and Human Kingdoms to establish the alliance proposed by the Dragon King. But the dark magic of the drow has infiltrated even the highest offices, blocking his efforts. War comes once again to the gates of the keep, and Alexander must find a way to defend his citizens before he can go on the offensive and take the fight to the stronghold of his enemies. All of Io, citizens and players alike, are pulled into war as the forces of darkness strive to destroy or enslave every surface city. Olympus is still under siege, and the threat intensifies as doctors determine it's necessary to wake Jules from her months-long slumber. Jules and Alexander prepare to meet face to face for the first time, with a little help from their friends. Join the Greystone Guild for this epic conclusion of a LitRPG tale of magic, monsters, wizards and dragons.

OVER 4 MILLION COPIES SOLD WORLDWIDE Shortlisted for the Whitbread First Novel Award and the Guardian First Book Award Longlisted for the Man Booker Prize 'Unquestionably the finest English novel of the fantastic written in the last seventy years ... Funny, moving, scary, otherworldly, practical and magical' NEIL GAIMAN The year is 1806. centuries have passed since practical magicians faded into the nation's past. But scholars of this glorious history discover that one remains: the reclusive Mr Norrell, whose displays of magic send a thrill through the country. Proceeding to London, he raises a beautiful woman from the dead and summons an army of ghostly ships to terrify the French. Yet the cautious, fussy Norrell is challenged by the emergence of another magician: the brilliant novice Jonathan Strange. Young, handsome and daring, Strange is the very antithesis of Norrell. So begins a dangerous battle between these two

great men which overwhelms that between England and France. And their own obsessions and secret dabblings with the dark arts are going to cause more trouble than they can imagine.

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